

#### 21st CCLC Programs in a Virtual World

Taking It to the Next Level!
August 27, 2020



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#### Disclaimer



#### Facilitator



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#### Objectives

 Utilize various online tools to increase student engagement.

Create online learning games.

• Develop a virtual learning environment.

 Identify ways to utilize online tools and strategies for virtual programming.



#### Have you used any of these tools before?

- Vocaroo
- Seesaw
- Flipgrid
- Doozy
- Kahoot
- Flippity
- Bitmoji





## Student Engagement Options

#### Vocaroo

- Audio only recording
- Unlimited length
- Saves for approximately 90 days
- Download as link, QR code, or MP3

#### Seesaw

- Digital portfolio, multimedia journal
- Photos, videos, drawings, text, PDFs and links
- 10 classes per teacher, 2 teachers per class
- 100 activities
- Set activities and provide examples/templates
- Family communication through messages and blogs

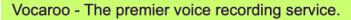
#### **Flipgrid**

- Video discussion platform
- 10 minutes
- Record, upload, view, react and respond to videos
- Create multiple classes and topics within each
- Full or split screen recording
- Create rubrics for videos
- Educator comments can be public or private



#### Vocaroo





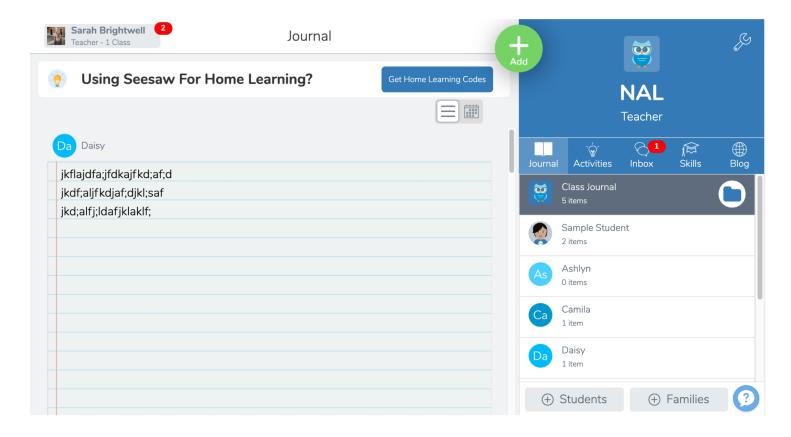


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#### Seesaw





# Flipgrid



Discussion

Discovery

Activity Mixtapes

Shorts

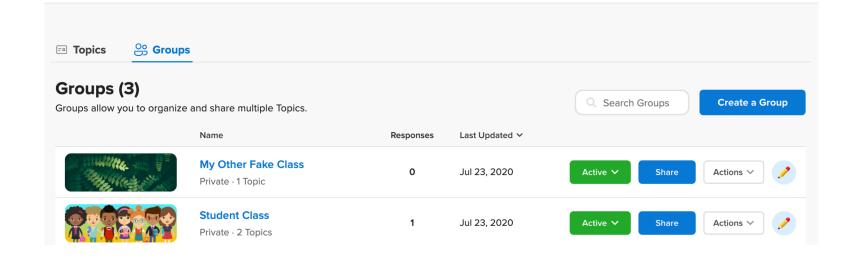
GridPals





#### **Discussion**

Start a discussion by creating a Topic. Organize your Topics using Groups.





#### Game Creation Options

#### Doozy

- Create and share quizzes
- 20 students
- Multiple rounds
- Short answer, multiple choice and true/false question types
- Synchronous or asynchronous play
- No registration or account needed

#### Kahoot

- Create and share guizzes
- 1000 students live or 100 students in challenge mode
- Multiple choice and true/false question types
- Synchronous or asynchronous play
- Premium free during school closure
  - More question types
  - More reporting options

#### **Flippity**

- Multiple types of games
- Number of students varies by game
- Online and in-person play possible
- Uses Google Sheets for most games
- No registration or account needed

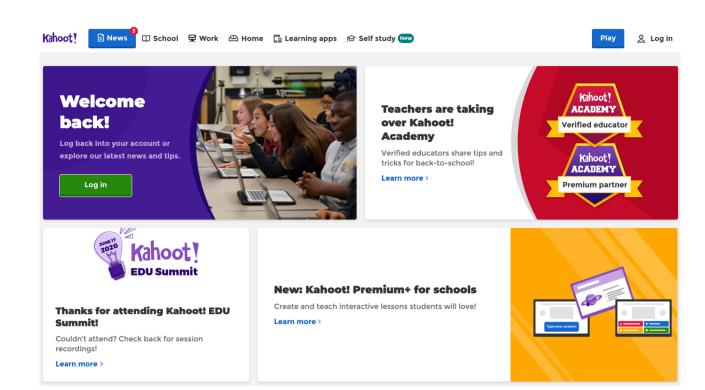


## Doozy



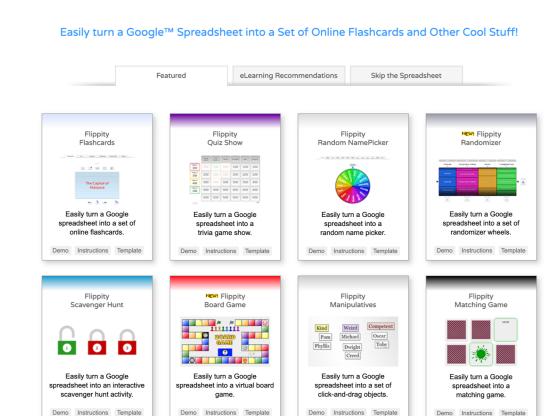


#### Kahoot





# Flippity





#### Bitmoji Virtual Learning Environments

- Virtual version of your physical classroom
- Basic to fancy
- Personalized, customized
- Able to change and update
- Interactive, clickable
- Technology scavenger hunt

- Google Slides
- Powerpoint
- Keynote
- Bitmoji
- Pixton Edu
- Remove.bg
- Unscreen



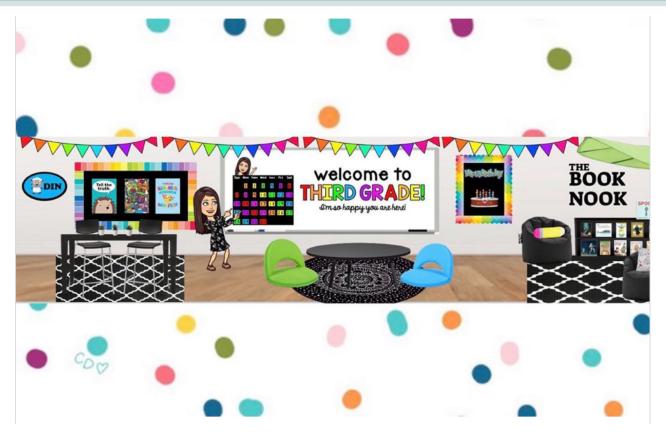








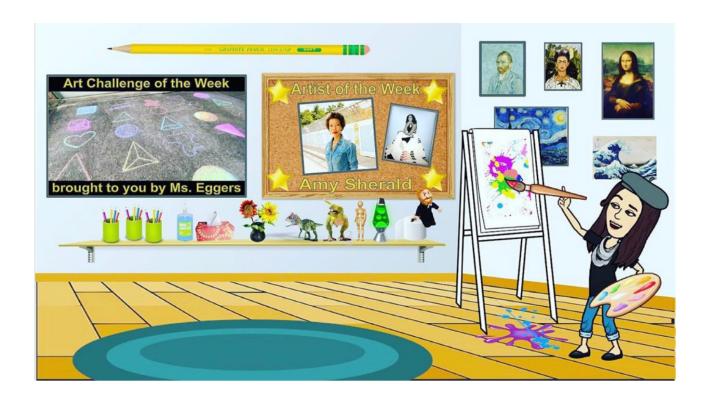












































Twitter: @MrsParkShine











## Virtual Program Picture







#### https://y4y.ed.gov/forums/





#### We Want to Hear From You





#### Next Time!

#### After Today:

Try out one of these tools!

Share the neat things you are doing virtually on the discussion board!

# Next Steps:

Look at our Virtual

Look at our Virtual

Events Calendar to sign

Events Calendar to sign

opportunities!

opportunities!



#### Was this webinar beneficial for you and/or your program?

